papergrid Wrote a program to commide the working of a greve of integer and draplay operations # include cstdie.h > Adeque NS nt g (N) int front = - 1, rear = -1; void insert (int); int delete (); void display (); void main() int n, choice; 00 prints (" In 1. Insert In 2. Delite In 3. Display In 4. Froit In. print ("Exter your option: \n"); Slant ("-1-d") & charces; switch (chaice) case 1: Print Exter the number to be inserted into greve: In" Scarf ( " -/a.d / &n ); Insert (h); break; case 7: n= delete (); if (n) = -1) prints ("In The number deleted is : 1. dlu")

display ( ) exit (o); break; default: prival ("Invalid potion h");. break; y while (thing = 4); void insert (Int nom) print ("In Overflow);
else if (front == -1 && rear == -1)

else
else rear + + g [row] = num; int delete () if Groot ==- 1 11 front >rear) print (" In Underflow");
return - [;

Val - 9 Grand ]; front = rear = -1;
return vala; Void display () prints ("\n");

if (front = = -1) front > rear)

prints ("\n");

else for [i=front; i<= rear jiga)

print(c " \t-1-d", q Ci J) Sutput: 1. Inspit 7. Delete 1. Fusert 2. Delet e 3 Display 3. Dreplag Enter your option: 3 Enter your option: Enter the number to be inserted in the avere

hirsz*	edod	papergria
		Date: / /
	1 Insert	1-Insert
	2. Delete	7. Delet c
	3. Display 4. Exist	3. Display 4- East Enter your option:
	4-6 xit	4-East
	Inter your option: 2 The number deleted is 4	Enter your option:
Arla	The number deleted is 4	many tong 14
	A P	
		S A sold S to be bridge to the